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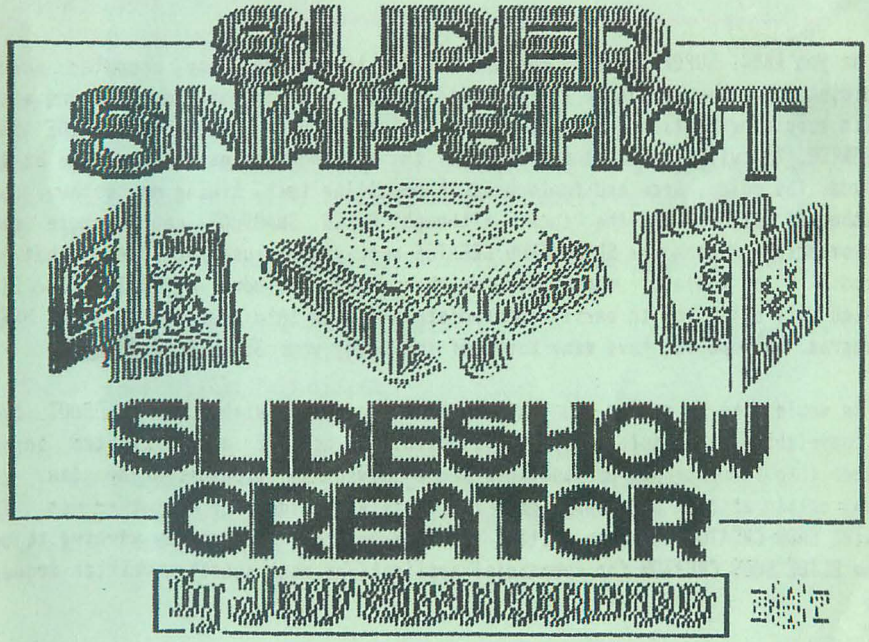
PRESENTS



SUPER SNAPSHOT
SLIDESHOW CREATOR

Programmed by: Jeff Spangenberg
Super Artwork by: Wayne Schmidt
Fast Loader Routines by: Joe Peters
Concept and Docs by: Les Lawrence
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INTRODUCTION

As you know, SUPER SNAPSHOT has the ability to save most any computer screen to disk file. Now, you have the power to display a string of those screens along with scrolling captions. Yes, a full featured, user definable, **SLIDE SHOW CREATOR**. You will have full control over the entrance and exit appearance of the slide, the color, size and fonts used in scrolling text, timing on screen, and number of slides in the show. Although SUPER SNAPSHOT can capture many interesting screens for **SLIDE SHOW CREATOR** use, you can use ANY screen that is Doodle(tm) or Koala(tm) compatable. We have even included a **PROGRAMMER** file which will allow you to easily incorporate a screen into your own M/L or BASIC program. We hope you have many hours of fun using your **SLIDE SHOW CREATOR**.

We would like to remind you that any screen captured with SUPER SNAPSHOT from a copyrighted program is itself copyrighted. Any use of a copyrighted screen other than for your own personal use and enjoyment is prohibited by law. You must obtain written permission from the copyright holder for any other use. The **SLIDE SHOW CREATOR** has been written for consumer use. Any company wishing to use the **SLIDE SHOW CREATOR** for commercial applications must submit a written request to :

Software Support International
2700 NE Andresen Rd., Suite D13
Vancouver Wa, 98661

SYSTEM OVERVIEW

We know that once you understand the operation of the SLIDE SHOW CREATOR, you'll find it extremely easy to create your own great custom slide shows.

The SLIDE SHOW CREATOR is made up of three modules. 1) The CREATOR. After a series of screens have been captured or drawn in Doodle(tm) or Koala(tm) format, the creator will allow you to convert them to slides. 2) The PROJECTOR. The projector module allows any user to view your slide show, either once or continuously. 3) The PROGRAMMER. This module allows you to easily incorporate any screen, with full control, into your own BASIC or M/L programming.

Although the SUPER SNAPSHOT cartridge is required to operate the CREATOR, the PROJECTOR or PROGRAMMER moduals can be operated by anyone with a C-64/C-128 and a compatible disk drive.

THE CREATOR

Before creating your first slide show, prepare a disk of screen files using Doodle(tm), Koala(tm), or the Screen Copy feature from SUPER SNAPSHOT. When done, be sure that SUPER SNAPSHOT is in the cartridge port of your computer. Without it, many of the routines needed by the CREATOR module will not be operational. Hit F7 to return to BASIC and begin by formatting a blank disk < @n0:slideshow,01 > . You may use a 1541, 1581, 1571 or compatible drive.

After formatting, we must transfer the PROJECTOR file from the SLIDE SHOW CREATOR disk to your work disk. Place the SLIDE SHOW CREATOR disk in the drive and type < LOAD "PROJECTOR.MAIN" ,8 > and hit RETURN. When the READY prompt comes on, place your work disk in the drive and type < SAVE "PROJECTOR.MAIN" ,8 > and hit RETURN. When the READY prompt appears again, your work disk is prepared and ready to accept slides.

Place the SLIDE SHOW CREATOR disk in the drive and type < LOAD "BOOT CREATOR",8,1 > and hit RETURN. The title screen will appear and after a brief wait, the opening menu will come up. Remove the SLIDE SHOW CREATOR disk from the

drive as it will no longer be needed. If you have two drives, turn the second drive on now. Place your screens disk in drive eight and the the prepared work disk in the second drive (let's assume it's a a device 9 drive). The options available from the opening menu are:

R > Read Directory (of screens)
C > Create Slideshow (only after read)
@ > Dos Commands (wedge for disk access, all commands are accepted including: N0, $, $0:Wild Card, #Device, S0, R0, I0, and V0.
# > Change Drive Number (read drive:must be hardwired 8,9,10,or 11)

With your screens disk in the read drive (let's assume device 8), hit R to read the directory. Afer the files have been displayed, you may use the U/D Cursor key to place the bar over any files you wish to work on and hit RETURN to lock or unlock your selections.

When you have finished the selection of those files you wish to convert to slides, hit C to enter the create mode. The 8 drive will now load the first screen and a short time later, that screen will be displayed. Hit RETURN and the Create menu will be displayed. Let's go through the menu commands one at a time.

F1 : Modify Time (Three options available. Use CURSOR U/D key to postion and RETURN to select.)
1 : Display slide for X Minutes. (You may select 0 seconds to 4 min 59 sec .)
2 : Display slide until end of scroll.
3. Disply slide until SPACEBAR is pressed. (This is a standard feature in all display modes.)

F3 : Modify Wipes (Hit F3 and use the CURSOR U/D key to position the bar and RETURN to select. Notice that the slide entrance wipe can be controlled independently of the exit wipe. Your options are dissolve, shutter, slide or scroll, and pop.

F5 : Modify Scroll. (Hit F5 and use the CURSOR U/D key to position the bar and RETURN to select.)

1 : Scroll : on/off (Leave off if no text is to be displayed)

2 : Enter Scroll Text (When selected, a buffer will be presented. You may fill it any way you desire. You'll find that all letters and numbers as well as many other characters can be inputed. When you have entered all text, use the back arrow key to signal the end of the scroll routine. If you wish to clear the buffer of all text, use the SHIFT/HOME key.)

3 : Modify Scroll Parameters (Your screen will appear. Available options are:)

a: Use the CURSOR U/D key to place the scroll in the proper position.

b: F1 will set display priority. This means the scroll will appear to be in front or in back of the screen graphics.

c: F3 controls scroll color.

d: F5 toggles large or small scroll dislpay.

e: The 0-9 keys toggle the 10 available fonts.

When all parameters have been set, hit RETURN to lock them in. (Remember that the text that has been typed into the buffer will appear only in the finished slide, and can only be viewed with the projector module.) Your slide may now be saved to your prepared work disk. If you are working with two drives, you may change the write drive (work disk) by hitting # until the proper device number appears. One drive owners must be sure the work disk is now in the drive. Save the slide by hitting S. After the save, you will be prompted to place the screens disk in the drive. The next screen selected will be read in and the create procedure is repeated once again. When all selected screens have been converted to slides, you will be returned to the main menu to either read another screen disk or end the create mode. Your slide show is only limited by disk space, and your imagination.

THE PROJECTOR

Place your created slide show disk in the disk drive and type < LOAD "PROJECTOR" ,8 > . Hit RETURN and when the READY prompt appears, type RUN and hit RETURN again. The setup menu will appear shortly and you will be prompted to input the number of different drives you will be using. You may have up to four drives daisy chained as long as each has a different device number. You must set them up in the 8,9,10,11 order.

Select F1-F4 and the next option screen will appear. You will be asked to identify each drive you will be using. Select F1 for 1541/71 compatible, F2 for 1581, or F5 for other. Use the F5 option for drives not compatible with 1541/71 fast load routines. For example, drives such as the MSD or Enhancer.

Your selection will prompt the next menu screen where you can double check all input selections. Redo if neccessary or accept by hitting RETURN. Lastly, select the cycle of the display (one time or continuous). After this selection has been made, be sure all slide show disketted are in their respective drives, hit RETURN and sit back and enjoy. Remember, any slide may be aborted by pressing the SPACEBAR.

THE PRGRAMMER

When you receive the SLIDE SHOW CREATOR, we suspect that your first inclination will be to produce a few great slide shows. With that out of your system, you can begin to appreciate the full potential of this great program. The Programmer module is perhaps, one of the most powerful graphics programming tools developed for the C-64/128 to date. Once familiar with its operation, you will find uses for it that even we have not envisioned. It is with great pride that we bring you the PROGRAMMER.

In order to take full advantage of the Programmer module, it must be assumed that you have a general knowledge of either BASIC or 6502 Machine Language. When using the Programmer module, please note that we cannot be responsible for debugging your code. That is your responsibility. We have taken every precaution to ensure that the Programmer will operate as outlined. In order to see the Programmer is action, we have developed two demos. The BASIC DEMO file on the SLIDE SHOW CREATOR disk can be loaded from the directory, listed, examined and

run. We have attemped to provide REM statements in the listing so you will understand the line by line operation. The M/L EXAMPLE file can only be listed and examined. It cannot be run. We have provided it as a visual aid.

The listing below is the commented code for the JUMP table of the PROGRAMMER. A little investigation and practice will result in great results.

THE PROGRAMMER

```
$C000 : SYS49152 : HI RES LOAD : SYS49152,"FILENAME",DEVICE
$C003 : SYS49155 : MULTICOLOR LOAD : SYS49155,"FILENAME",DEVICE
$C006 : SYS49158 : DISSOLVE ON
$C009 : SYS49161 : DISSOLVE OFF
$C00C : SYS49164 : SHUTTER ON
$C00F : SYS49167 : SHUTTER OFF
$C012 : SYS49170 : SCROLL ON
$C015 : SYS49173 : SCROLL OFF
$C018 : SYS49176 : POP ON
$C01B : SYS49179 : POP OFF
$C01E : SYS49182 : TIMER : SYS49182,MIN(0-4),SEC(0-59) : ENTER NUMBERS ONLY
$C021 :  M/L HIRES LOAD :.A=FILELENGTH/.X=LB OF NAME/.Y=HB OF NAME/
         DEVICE IN $BA
$C024 : M/L MULTICOLOR LOAD :.A=FILELENGTH/.X=LB OF NAME/.Y=HB OF
        NAME/DEVICE IN $BA
$C027 : M/L TIMER (.X=MIN(0-4)/.Y=SEC(0-59))
$C02A : SYS49194 : 1541 FAST LOADER
$C02D : SYS49197 : 1581 FAST LOADER
$C030 : SYS49200 : STANDARD LOADER
$C033 : BORDER CONTROL : POKE49203,X (IF X=0 THEN BORDER COLOR =
        BACKGROUND COLOR / IF X=1 THEN BORDER COLOR = YOUR SET BORDER COLOR)
$C034 : SCROLL WIPE CONTROL : POKE49204,X (IF X=0 THEN COLOR = BACKGROUND/ IF
        X=1 THEN COLOR = BLACK)
```

THE LINKER

The LINKER file found on the directory of the SLIDE SHOW CREATOR disk is provided to allow you to link and compress numerous files together into one file. This utility will allow you to easily link your BASIC or M/L screens driver to the PROGRAMMER file.

Begin the linking process by loading the LINKER file from the SLIDE SHOW CREATOR disk < LOAD "LINKER",8 > and hit RETURN. At the READY prompt, type RUN and you will be prompted to insert the source disk. Place the work disk with the files to be linked and compacted into the drive and hit RETURN. The files will be read in one at a time and you will be asked for a yes or no response. Answer yes only to those files you wish to link together. At the end of the selection procedure, a $001 prompt will appear. Press RETURN to default. Next you will be prompted for a save address. Press return if if the start is in BASIC or $ and address in Hex or just numerals if in decimal. You may press RUN/STOP to abort and retry. Next, you will be prompted for the FILENAME you wish to use in the save. Press RETURN when done and the compacting will begin. At the prompt, place your save disk in the drive and hit RETURN again. The save will be completed. Your files are now compacted and compressed.

IN CONCLUSION

We want to thank you for your purchase of the SLIDE SHOW CREATOR. After a short period of use, we know that you will appreciate the amount of work that went into the development of this program. We have priced this product at about half the cost of similar (but inferior) products on the market. Unlike most other software producers, we have refused to employ copy protection on our products. We are completely dependent on you, our customers to ask your friends to PURCHASE a copy of this program if you feel the quality is high. We need and appreciate your support.

Thank you

Jeff, Wayne, Joe and Les